No.1
75p
MASTERS
OF THE UNIVERSE™
ADVENTURE MAGAZINE
CRASH!
ACTION - PACKED FIRST ISSUE!

Greetings He-Man Fans!

This is the first issue of our new magazine devoted to the **Masters of the Universe**. Those of you who already read the MOTU fortnightly comic will have some idea of the amazing adventures that await you on the following pages. For those of you who have so far missed out on our thrilling tales and spellbinding stories you will be pleased to learn that I will be reprinting some of the best stories in this and future **Masters of the Universe Adventure Magazine!**

As an extra-special bonus I will be reprinting some of the stories which first appeared with black and white pages and this time telling the whole story in cosmic colour!

Each issue will also have a special double-page spread in the middle of the magazine that can be used as either a wall poster or a cover for your school books or files. As well as this I will be challenging you with a series of quizzes to see how well you would do as one of the **Masters of the Universe!**

Don't forget to keep up-to-date with the fortnightly comic.

Be brave,

Scrollos

Send all letters to

MASTER-MAIL,
P.O. Box 111, Egmont House,
Great Ducie Street,
Manchester M60 3BL.

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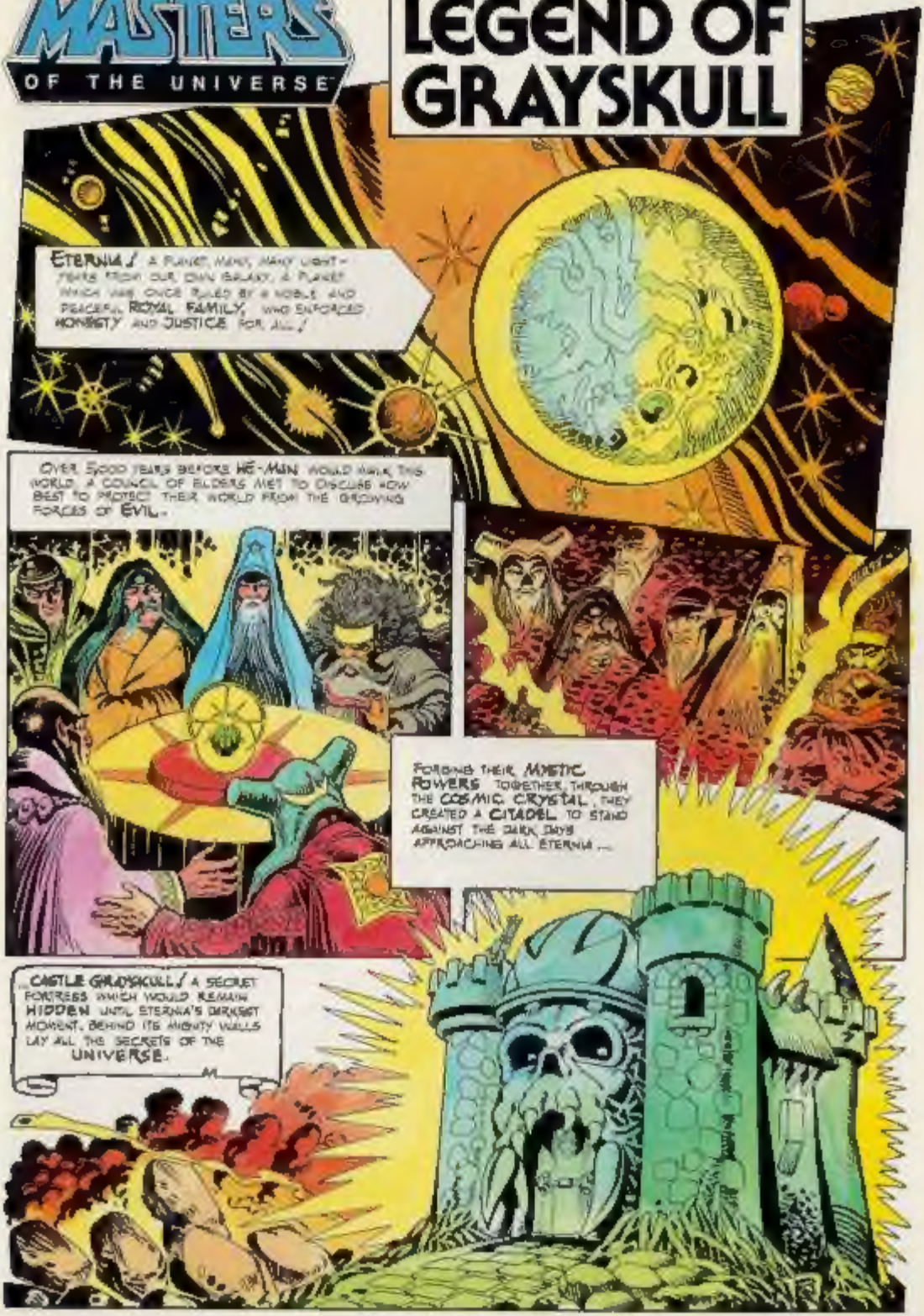
MASTERS OF THE UNIVERSE

LEGEND OF GRAYSKULL


ETERNIA! A PLANET, MANY, MANY LIGHT-YEARS FROM OUR OWN GALAXY, A PLANET WHICH WAS ONCE RULED BY A NOBLE AND PEACEFUL ROYAL FAMILY, WHO ENFORCED HONESTY AND JUSTICE FOR ALL!
OVER 5000 YEARS BEFORE HE-MAN WOULD WALK THIS WORLD A COUNCIL OF ELDERS MET TO DISCUSS HOW BEST TO PROTECT THEIR WORLD FROM THE GROWING FORCES OF EVIL.
FORGING THEIR MYSTIC POWERS TOGETHER, THROUGH THE COSMIC CRYSTAL, THEY CREATED A CITADEL TO STAND AGAINST THE DARK DAYS APPROACHING ALL ETERNIA...
...CASTLE GRAYSKULL! A SECRET FORTRESS WHICH WOULD REMAIN HIDDEN UNTIL ETERNIA'S DARKEST MOMENT. BEHIND ITS MIGHTY WALLS LAY ALL THE SECRETS OF THE UNIVERSE.

TO ENSURE THAT THE FORTRESS OF KNOWLEDGE NEVER FALLS INTO WRONG HANDS, IT IS WATCHED OVER BY THE SORCERESS OF CASTLE GRAYSKULL, WHO CAN TRANSFORM HERSELF AT WILL INTO THE FALCON OF FORCE, ZOAR!
FOR CENTURIES, THE COSMIC CITADEL PROTECTED ITS SECRETS FROM THE REST OF THE UNIVERSE, REPELLING BUT NEVER HARMING ALL INVADERS. CASTLE GRAYSKULL AWAITED THE MOMENT THAT HAD BEEN FORETOLD IN LEGEND.
WHEN PRINCE ADAM REACHED MANHOOD, THE SORCERESS KNEW THAT SHE HAD FOUND THE MORTAL SHE NEEDED TO PROTECT ETERNIA.
THE SORCERESS KNEW THAT IN SNAKE MOUNTAIN THERE NOW DWELT THE ESSENCE OF EVIL: SKELETOR. HE HAD VOWED TO CONQUER ETERNIA AND USE IT AS HIS BASE TO DOMINATE THE UNIVERSE. IF LEFT UNCHECKED, THE LIVING SKELETON WOULD DESTROY ALL THAT WAS RIGHT AND JUST.
HORDAK, WHO WAS ONCE SKELETOR'S TUTOR, NOW CONTROLS THE BRIGHT ZONE, A DIMENSIONAL PORTAL WHICH LINKS ETERNIA AND THE DISTANT WORLD OF ETHERIA. HAVING BEEN BETRAYED BY SKELETOR AND STRANDED ON AN ALIEN WORLD, HE HAS ESCAPED AND SWORN VENGEANCE ON SKELETOR. HIS SEARCH TO FIND SKELETOR HAS ALSO SHOWN HIM A NEW WORLD TO CONQUER: ETERNIA!

WITH THE FORCES OF EVIL MASSING FOR THEIR ATTACKS, THE SORCERESS SUMMONS MAN-AT-ARMS, A SCIENTIST AND BRAVE WARRIOR, AND INSTRUCTS HIM TO BRING PRINCE ADAM TO CASTLE GRAYSKULL.

THE YOUNG PRINCE IS GIVEN THE **SWORD OF POWER** AND THE SECRET KNOWLEDGE OF GRAYSKULL IS REVEALED TO HIM. WHENEVER HE HOLDS THE SWORD ALOFT AND SAYS, "BY THE POWER OF GRAYSKULL," AN AMAZING TRANSFORMATION TAKES PLACE...

MAGIC AND SCIENCE COMBINE TO **TRANSFORM** PRINCE ADAM INTO THE MOST **POWERFUL** MAN IN THE **UNIVERSE!** USING THE NAME **HE-MAN**, HE VOWS TO USE HIS NEWFOUND MIGHT TO PROTECT ETERNIA FROM THE ADVANCES OF **EVIL.**

GATHERING A GROUP OF THE MIGHTIEST CHAMPIONS ON ETERNIA AROUND HIM, **HE-MAN** FORMS THE **MASTERS OF THE UNIVERSE.** THEY PLEDGE TO DEFEAT THE TWIN THREATS OF THE **EVIL WARRIORS** AND **THE HORDE.**

SKELETOR HAS ALSO GATHERED A GROUP OF COHORTS TO AID HIM IN HIS DESIRE TO CONQUER ETERNIA. WHILST THEY HAVE IMMENSE POWER, THEIR INDIVIDUAL GREED AND UNWILLINGNESS TO HELP EACH OTHER, OFTEN LEAD TO THEIR DEFEAT.

SO FAR, HORDAK HAS NOT GATHERED HIS FULL FORCE OF HORDE MEMBERS AROUND HIM. ALREADY HE HAS PROVEN HIMSELF TO BE ONE OF THE MOST TITANIC THREATS TO STRIKE ETERNIA!

ORKO IS AN ALIEN MAGICIAN FROM THE STRANGE LAND OF TROLLAN, A WORLD WHICH EXISTS IN THE ASTRAL ZONE. IN HIS HOMELAND HE WAS A GREAT WIZARD BUT HE HAS LOST MUCH OF HIS POWER IN THIS NEW WORLD. ON ETERNIA HE CAN ONLY MANAGE SIMPLE SPELLS, WHICH OFTEN GO WRONG FOR HIM.
BESIDES THE SORCERESS WHO GRANTED PRINCE ADAM HIS AMAZING POWERS, ONLY MAN-AT-ARMS AND ORKO KNOW THAT THE PRINCE IS REALLY HE-MAN. TO PROTECT HIS SECRET, PRINCE ADAM OFTEN PRETENDS TO BE LAZY AND SLIGHTLY COWARDLY SO THAT PEOPLE WILL NOT SUSPECT WHO HE REALLY IS.
THE MASTERS OF THE UNIVERSE LIVE IN THE ROYAL PALACE OF ETERNOS CITY. IT IS FROM HERE THAT MOST OF THEIR ADVENTURES BEGIN, BUT OUR CHAMPIONS NEVER KNOW WHERE THEY WILL END...
COME WITH US NOW INTO THE WORLD OF ETERNIA AND FIGHT ALONG-SIDE HE-MAN AND THE MASTERS OF THE UNIVERSE...
BY THE POWER OF GRAYSKULL... I AM THE POWER!

JOIN THE MASTERS OF THE UNIVERSE™ CLUB

By paying only £2.99 mere humans can now join the NEW Masters Of The Universe Club. Just fill in the form, sign the Oath of the Axe and send it with a cheque or postal order for £2.99 to cover your first year's membership.

As a member of this extra special club you will be given a new Eternian name and a special membership kit packed full of exciting things to do. Each club member receives a membership certificate and his own membership card together with a club badge and a personal letter from He-Man. But that's not all, you will also be given a He-Man hit single flexi disc, a battle armour kit, a height chart and an exciting board game—can you beat Skeletor to Castle Grayskull?

In addition, every 4 months you will receive a bumper Newsletter packed full with jokes, letters, Orko's Magic Corner and games plus the latest news direct from Eternia. And what's more, lots of competitions too!

HOW TO APPLY

Simply fill in the application form (in block capitals) below. To join the Masters of the Universe Club send the application form with a cheque or postal order for £2.99 made payable to **The Vaults of Eternia** and post to: The Centre of Eternia, Admail 24, Zelah TR4 9ZP

Remember to get your parent or guardian to sign.

Club Membership Entry Form:

Name_____

Address_____

_____

_____ Post Code_____

Date of Birth_____

Signature of Parent_____

021

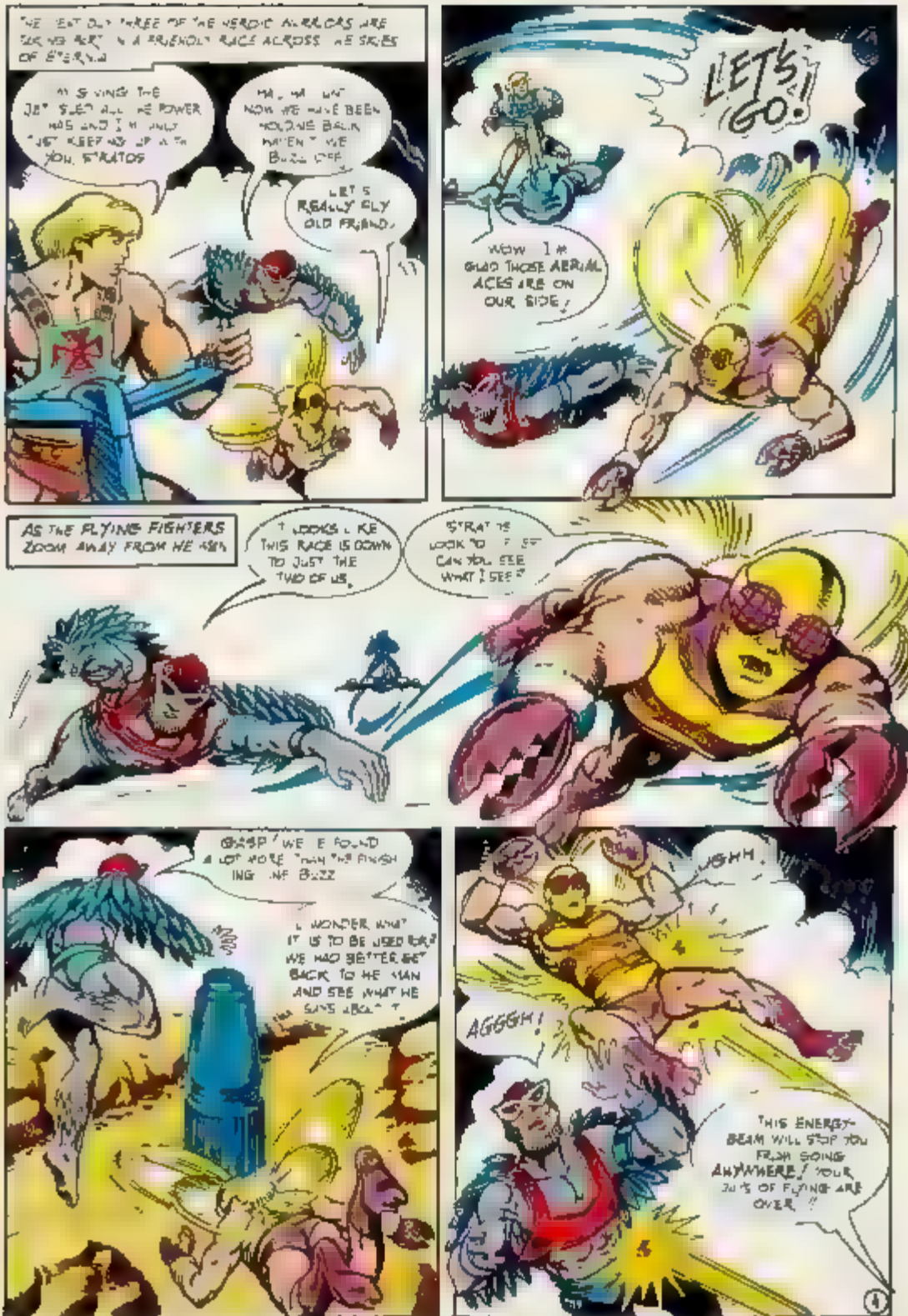
Masters of the Universe Club, The Centre of Eternia, Admail 24, Zelah TR4 9ZP

MASTERS OF THE UNIVERSE
BATTLE FOR ETERNIA!
DEEP BENEATH SNAKE MOUNTAIN, THE EVIL HEADQUARTERS OF THE SINISTER SKELETOR, IS THE DREARY DOMAIN OF THE SLITHERY SNAKEMEN...
SKELETOR FREED US FROM OUR IMPRISONMENT IN THE NEGA-DIMENSION SEVERAL MONTHS AGO BUT SINCE THEN WE HAVE NOT MET WITH MUCH SUCCESS IN OUR BATTLES WITH HE-MAN AND HIS FELLOW MASTERS!
KOBRA KHAN IS RELATED TO WE SNAKEMEN...BUT HE IS STILL WORKING FOR SKELETOR. I MUST BE WARY OF ANYTHING HE TELLS ME FOR ALTHOUGH SKELETOR AND I HAVE AGREED TO A TRUCE I CAN NEVER COMPLETELY TRUST HIM!
LOOK, SIRE! KOBRA KHAN IS APPROACHING!
KING HISS! SKELETOR WANTS YOU AND YOUR WARRIORS TO JOIN HIM ON THE HAUNTED HEATH. IT IS VERY URGENT.
SKELETOR MAY BE MY ALLY BUT HE CANNOT TELL ME WHAT TO DO! I'LL DECIDE IF I AM TO GO TO THE HAUNTED HEATH OR NOT!
YOU DON'T UNDERSTAND. IT WAS NOT SKELETOR'S IDEA THAT YOU SHOULD MEET HIM ON THE HEATH...IT WAS HORDE PRIME'S!!
HORDE PRIME! HISSSSS!
HORDE PRIME IS THE ULTIMATE RULER OF THE SLIMY-SPAWNING HORDE EMPIRE! THIS SOUNDS LIKE VERY SERIOUS BUSINESS!
WE HAVEN'T ANY TIME TO WASTE... I TAKE IT THAT YOU ARE COMING TO THE HAUNTED HEATH?
EVEN KING HISS WILL NOT DISOBEY AN ORDER FROM HORDE PRIME!
BUT IF THIS IS A TRICK OF SKELETOR'S THEN HE WILL PAY DEARLY FOR IT!
1

AFTER TRAVELLING SEVERAL MILES THROUGH THE TWISTING UNDERGROUND CAVERNS, THE SNAKEMEN EVENTUALLY ARRIVE AT THE HAUNTED HEATH...
SKELETOR! DO YOU KNOW WHY WE HAVE BEEN CALLED HERE? IF INDEED WE REALLY HAVE BEEN CALLED...
HORDE PRIME HAS PROMISED US THE MEANS BY WHICH WE CAN CRUSH THIS PUNY WORLD! WE WILL BE ABLE TO SQUASH THE HEROIC WARRIORS INTO NOTHINGNESS! THEN WE CAN DO THE SAME TO HORDAK AND HIS WEAKLING HORDE!
DID YOU MENTION MY NAME, SKELETOR?
IT LOOKS LIKE WE ARE ALL HERE FOR THE SAME REASON... TO DESTROY ETERNIA!
I TAKE IT THAT THESE... REPTILES... ARE FRIENDS OF YOURS, SKELETOR! ONLY YOU COULD SINK SO LOW AS TO BEFRIEND SNAKES!
BAH! AT LEAST MY ARMY IS NOT MADE UP OF A LEGION OF CLANKING RUST-BUCKETS LIKE YOUR HORDE TROOPERS!
I CAN SPEAK FOR MYSELF, SKELETOR... AND I SAY
ATTACK!
CEASE!
2

I SAID CEASE!

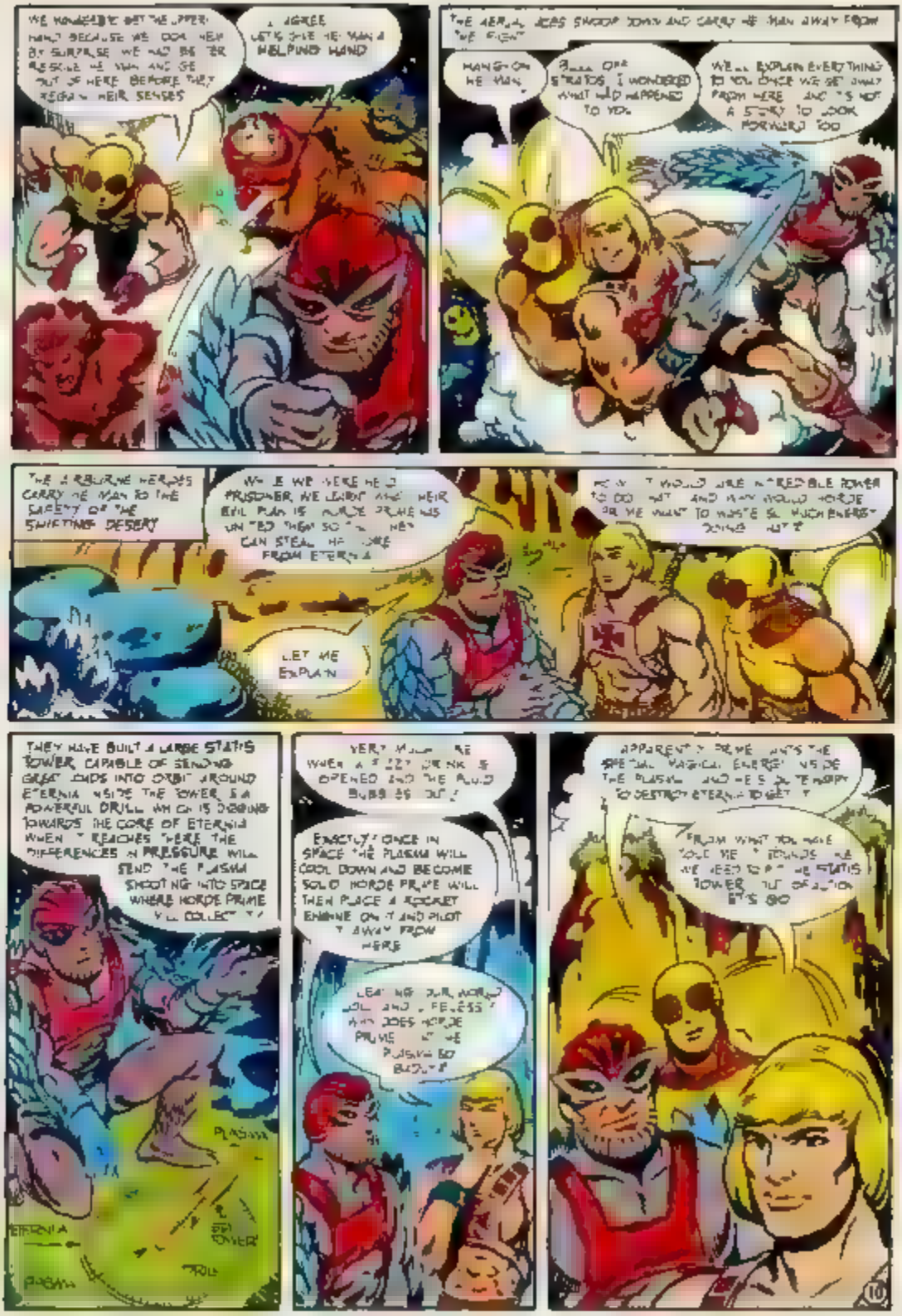
SO THAT'S WHAT HORDAK PRIME LOOKS LIKE
QUIET HE IS ABOUT TO SPEAK.
SILENCE! I HAVE GATHERED YOU HERE BECAUSE I HAVE GROWN TIRED WITH YOUR CONTINUAL FAILURES TO SUBDUE THIS WORLD. I HAVE RECENTLY FOUND OUT THAT THE CORE OF THIS PLANET CONTAINS A VERY SPECIAL PLASMA
THE PLASMA IS THE SUPER HOT MATTER AT THE CENTRE OF ETERNIA. IT IS UNDER GREAT PRESSURE AND IS SO HOT THAT EVEN ITS ATOMS FALL APART! WHAT COULD HORDAK PRIME WANT WITH THAT?
I HAVE A PLAN THAT WILL DESTROY THIS WORLD FOREVER, AND ALSO PROVIDE ME WITH A NEW POWER SOURCE
I WILL STEAL THE HEART OF ETERNIA!
BETWEEN YOUR ARMIES YOU POSSESS A LOT. THE TALENTS NEED SKELETOR WILL USE HIS MAGIC POWERS HORDAK HIS KNOWLEDGE OF SCIENCE AND THE SORCERESS THE UNDERSTANDING OF THE MAZE LIKE CAVERNS OF THIS WORLD
YOU WILL FOLLOW MY PLAN AND BETWEEN US WE WILL SHATTER THIS WORLD. NOW LISTEN TO WHAT I HAVE TO SAY...


THE LAST ONLY THREE OF THE HEROIC AERIALACES ARE TAKING PART IN A FRIENDLY RACE ACROSS THE SKIES OF ETERNIA
I'M GIVING THE JET SLED ALL THE POWER HAS AND I'M ONLY JUST KEEPING UP WITH YOU, STRATOS
HM... HM... BUT NOW WE HAVE BEEN HOLDING BACK WHEN THE BUZZ OFF.
LET'S REALLY FLY OLD FRIEND!
LET'S GO!
WOW! I'M GLAD THOSE AERIAL ACES ARE ON OUR SIDE!
AS THE FLYING FIGHTERS ZOOM AWAY FROM THE MEN
IT LOOKS LIKE THIS RACE IS DOWN TO JUST THE TWO OF US.
STRATOS LOOK TO THE SKY! CAN YOU SEE WHAT I SEE?
GASP! WE'VE FOUND A LOT MORE THAN THE FINISHING LINE BUZZ
I WONDER WHAT IT IS TO BE USED FOR? WE HAD BETTER GET BACK TO THE MAN AND SEE WHAT HE SAYS ABOUT IT.
VSHH
AGGGH!
THIS ENERGY-BEAM WILL STOP YOU FROM GOING ANYWHERE! YOUR DAYS OF FLYING ARE OVER!!
4

SKY SPY
NOW!
MEANWHILE AS HE MAN SWOOPS TOWARDS HORDAK...
WHAAM!
TTZZZ!
Ziiiiip!
BAMM!

HE-MAN IS TOO BUSY FIGHTING WITH HORDAK TO NOTICE WHAT I AM ABOUT TO DO
MY SUCTION POWER CAN DRAIN THE ENERGY FROM ANYTHING I CONCENTRATE ON! I GUESS I'LL GIVE HE-MAN'S JET SLED A PIECE OF MY MIND!!
AHH... I CAN FEEL THE ENERGY FLOWING IN TO ME
HUH? THE ENGINE HAS STOPPED! THE POWER'S GONE!
HA HA HA! LEECH IS DOING A PERFECT JOB, BOSS! I MUST GIVE HIM EXTRA MUD RATIONS FOR THIS JOB
WHUUUM!
THAT SEEMS TO HAVE EXHAUSTED HE-MAN'S ATTACK.
6

FIRE!
SHARP TEETH
NOED WARRIORS TO


WE KNOW BETTER THAN THAT
I AGREE
LET'S GIVE HIM A HELPING HAND
THE AERIAL SLED SWOOP DOWN AND CARRY HE-MAN AWAY FROM THE FIGHT
HANG ON HE-MAN
WE'LL EXPLAIN EVERYTHING TO YOU ONCE WE'RE SAFE FROM HERE
THE RETURNING HEROES CARRY HE-MAN TO THE SECRET OF THE SHIFTING DESERT
LET ME EXPLAIN
THEY HAVE BUILT A LARGE STATIS TOWER, CAPABLE OF SENDING GREAT LOADS INTO ORBIT AROUND ETERNIA. INSIDE THE TOWER IS A POWERFUL DRILL WHICH IS BORING TOWARDS THE CORE OF ETERNIA. WHEN IT REACHES THERE THE DIFFERENCES IN PRESSURE WILL SEND THE PLASMA SHOOTING INTO SPACE WHERE HORDE PRIME WILL COLLECT IT.
PLASMA
ETERNIA
STATIS TOWER
DRILL
PLASMA
VERY MUCH LIKE WHEN A FIZZY DRINK IS OPENED AND THE FLUID BUBBLES OUT.
EXACTLY! ONCE IN SPACE THE PLASMA WILL COOL DOWN AND BECOME SOLID. HORDE PRIME WILL THEN PLACE A ROCKET ENGINE ON IT AND PILOT IT AWAY FROM HERE.
LEAVE OUR WORLD COLD AND FEARLESS AND DOES HORDE PRIME LET THE PLASMA GO BACK?
APPARENTLY PRIME HATES THE SPECIAL MAGICAL ENERGIES INSIDE THE PLASMA AND HE'S DESPERATE TO DESTROY ETERNIA TO GET IT.
FROM WHAT YOU HAVE TOLD ME IT SOUNDS AS WE NEED TO DESTROY THE STATIS TOWER TO STOP THE INVASION. LET'S GO
10

THE MASTERS USE THEIR TRAINING IN CONCEALMENT TECHNIQUES TO CREEP AS CLOSE AS THEY CAN TO THE STATIS TOWER
NOW THAT WE HAVE DRIVEN THE HE-FOOL AWAY WE CAN CONCENTRATE ON THE DIGGING BELOW. THIS IS THE MOST VITAL PART OF THE OPERATION AND I SUGGEST THAT WE TAKE A PERSONAL INTEREST IN IT!
YOU SUGGEST NO MORE THAN I ALREADY KNEW HORDAK. LET'S DESCEND TO THE BASE OF THE ULTRO-DRILL!
I'VE A HUNCH WE'LL GAIN MORE BY LEAVING THE TOWER FOR NOW. LET'S FOLLOW THIS TRIO OF EVIL
USING THE HIGH-SPEED TURBO LIFT BUILT BESIDE THE DRILL, THE TRIO OF EVIL DESCEND TO THE BASE OF THE DRILL
BECAUSE THE DRILL BECOMES SO HOT WHEN WE USE IT IT HAS TO BE TURNED OFF EVERY SO OFTEN TO ALLOW IT TO COOL DOWN
"THAT IS YET ANOTHER EXAMPLE OF HOW YOUR POWERS ARE LIMITED BY SCIENCE! MY MAGICAL POWERS COULD BLAST OVER COME SUCH A SIMPLE PROBLEM
THEN WHY DIDN'T YOU USE THEM?
ER... UM... IT'S TOO LATE NOW. WE HAVE WORK TO DO.
AS THE EVIL LEADERS SPEAK THEY ARE BEING WATCHED BY THREE OF THE MASTERS OF THE UNIVERSE..
WE MUST BE IN TO DO SOMETHING BEFORE THEY TURN ON THE DRILL.
NOT NECESSARILY... KEEP THEM BUSY AND I'LL GIVE THEM SOMETHING TO REMEMBER US BY.
FOR ETERNIA!
HE-MAN!
ACCORDING TO HORDAK THE DRILL TENDS TO HEAT UP. SO LET'S SEE WHAT HAPPENS WHEN I TURN IT ON BEFORE IT HAS HAD TIME TO COOL DOWN
OFF
THAT'S THE DRILL TURNED ON NOW ALL WE HAVE TO DO IS WAIT.
ON

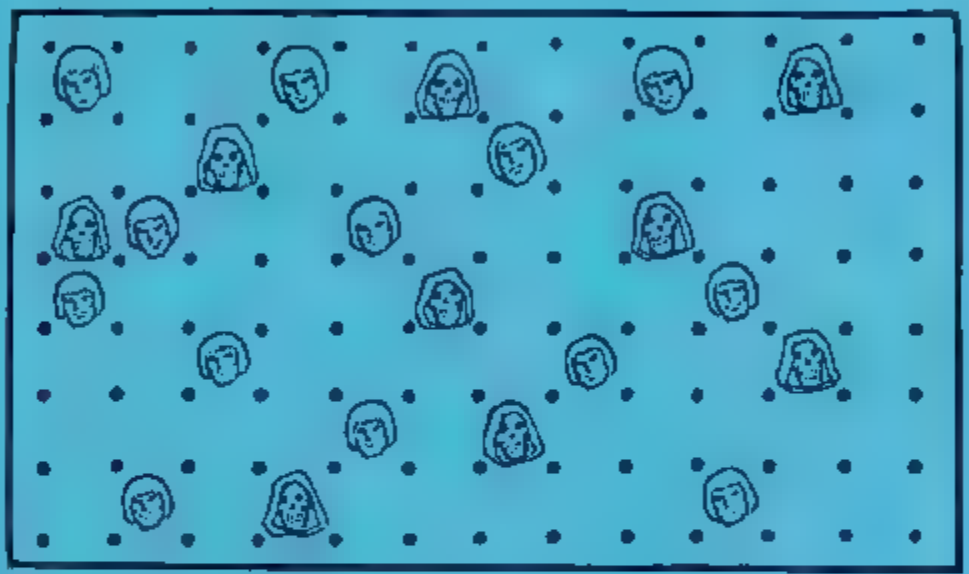
NO HORUSK WARNED US THAT WE SHOULDN'T TURN ON THE MACHINE IT MUST TURN IT OFF
YOU ARE SO LATE MISS MY PLAN IS WORKING
WE CAN'T LET IT! I MUST STOP YOU. I MUST!
THE LAST TIME YOU ATTACKED ME YOU HAD THREE ARMIES ON YOUR SIDE LET'S SEE WHAT HAPPENS NOW THAT THE ODDS ARE EVEN
HUH WHAT'S THAT SMOKE WHERE IS IT COMING FROM?
HMM WE'RE NOT BEEN TURNED ON IT DOES NOT THAT REACH MELT DOWN. WE MUST ESCAPE IMMEDIATELY
MELT DOWN! BUT IF WE LEAVE OUR ENTIRE PROJECT IS DOOMED WE'LL HAVE FAILED HORUSK THEME. MEANING
12

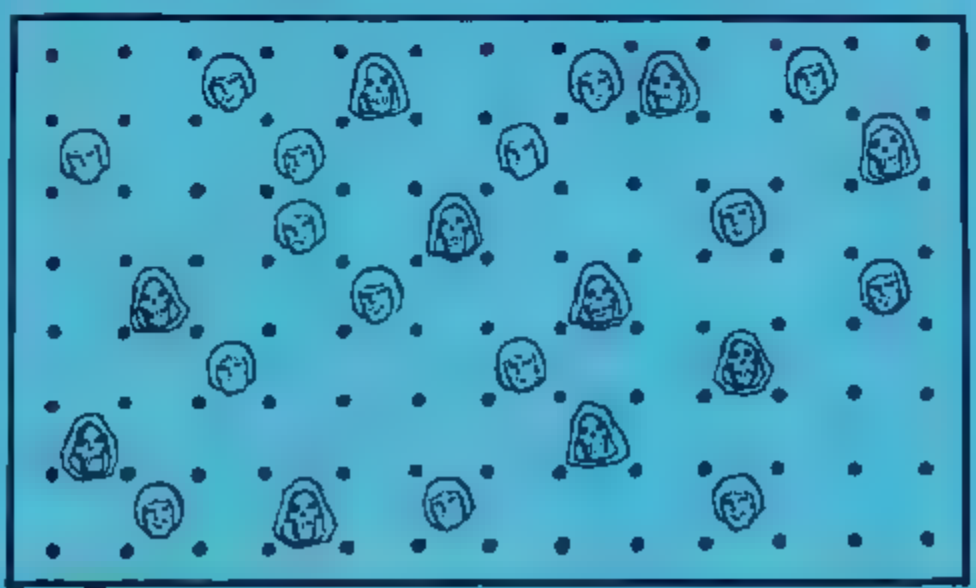
FOR NOW WE ARE MUCH MORE IMPORTANT THAN HE IS. SCHEME I WILL USE MY POWER OF MAGIC TO TELEPORT US TO THE SURFACE. HE MASTERS WILL BE TAKEN AWAY OF WHEN THE OIL RIG DRILL EXPLODES
THEY'RE DEMONSTRATING SINCE LEAVING US TO OUR DOOM
DON'T GIVE UP YET I CAN SEE A WAY OUT. BEHIND THE DRILL IS THE SHAFT I DUG ON THE WAY DOWN HERE. ALL I HAVE TO DO IS
MOVE THE DRILL TO UNBLOCK THE ENTRANCE TO THE SHAFT
HURRY ME MAN THE DRILL IS ABOUT TO EXPLODE!
HERE SHE BLOWS NOW WE HAD BETTER BE FASTER MAN WE HAVE EVER DONE BEFORE.
WHOOOOM!
3

THE MASTERS RACE AGAINST THE FURY OF THE FIREBALL AS THEY TRY TO OUTRACE ITS FIERY FINGERS
I CAN'T GO ANY FASTER
NOT MUCH FURTHER NOW. I CAN SEE THE RIM OF THE STAR'S TOWER. KEEP GOING WHEN WE EMERGE THE FORCE OF THIS FIREBALL WILL
...EXPLODE THE TOWER!
KRA-KOOM!
KNOWING THAT HORDE PRIME'S SCHEME HAS BEEN STOPPED THE HEROIC WARRIORS SLOW DOWN AND BEGIN THEIR JOURNEY BACK TO ETERNOS...
WHEW! WE MADE IT. NOW THAT THE ENTIRE COMPLEX IS DESTROYED WE CAN RETURN TO ETERNOS CITY.
IT SHOWS YOU WHAT THE EVIL WARRIORS CAN ACCOMPLISH WHEN THEY WORK TOGETHER. LET'S HOPE THEY NEVER DO SO AGAIN.
SOMEHOW I THINK THE OUTCOME OF THIS BATTLE WILL STOP THEM BEING TOO FRIENDLY FOR SOME TIME TO COME.
MEANWHILE NEAR THE WRECKED GROUND STATION...
BAH! HE MAN HAS SMASHED OUR ENTIRE GROUND STATION
HORDE PRIME WILL BE VERY ANGRY.
MASTER CAN I ASK YOU A QUESTION?
WHAT IS IT GRIZZLOR?
WOULD WE HAVE BEEN DESTROYED ALONG WITH ETERNIA IF HORDE PRIME'S PLAN HAD OF WORKED?
!!!!
!!!!
SURELY HORDE PRIME IS THE MOST EVIL OF US ALL.

BATTLE SQUARES

Any number of players can compete in this game. Players take turns drawing a straight line between two dots. As each player completes a square, he or she puts his or her initial in the square to claim it. Each HE-MAN gives a player 5 points, for each SKELETOR a player loses 5 points and an empty square gives a player 1 point. When all the squares are completed, the player with the highest score wins.





Could you be a MASTER

Here is your chance to find out how well you would do in the formal ranks of the Masters of the [illegible]. Answer the questions below and then check them against the SCORE CHART at the end of the test. Once you have your total score, look up your Warrior Rating and see how well you have done!

PART ONE [illegible]

1. [illegible]

2. [illegible]

3. [illegible]

PART TWO Tactics

of the Universe?

PART THREE: Intelligence

[illegible] testing your knowledge and your intelligence. In this section we will examine the second element.

[illegible]

4 [illegible]

5 [illegible]

WARRIOR RATING

Check your answers with the scores below and total up your points.

Knowledge

[illegible]

Tactics

[illegible]

Intelligence

[illegible]

2 [illegible]

3 [illegible]

4 [illegible]

5 [illegible]

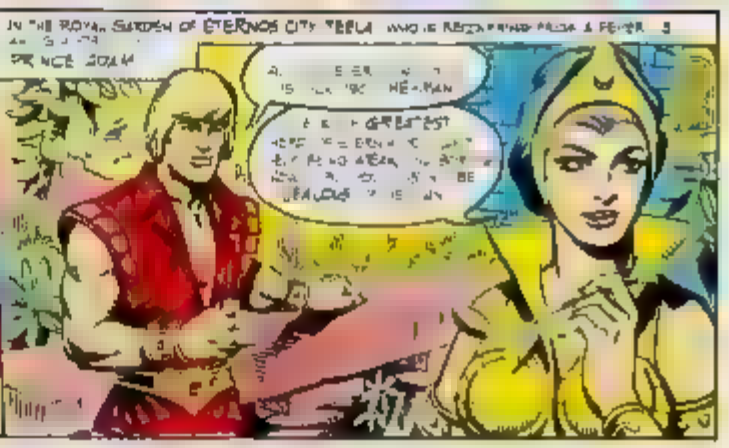
HOW DID YOU DO?

Check your total against the scores below and see how well you have performed.

0-20	You are not yet Warrior material! The secret to becoming an Heroic Warrior is to develop your mental as well as physical powers. Work harder and one day you may be fighting at the side of He-Man!
22-40	You are well on your way to becoming one of the mightiest Warriors [illegible] but you still have to [illegible]
42-58	You are in the top ten percent of potential Warriors in the Universe!
62-80	Wow! If ever they need a replacement for He-Man you can expect [illegible]

MASTERS OF THE UNIVERSE

SKELETOR'S SURPRISE



PRINCE ADAM PERHAPS
I FEEL QUITE A RED PUSH
POWER
SKELETOR
HE-MAN

USING HIS POWER OF SUPER SPINNING, SY-KLONE BLOWS THE CREATURES APART AND BACK INTO THE WATER
BEING ABLE OUT OF WATER HAS NOT HURT THEM, BUT I WILL TAKE THEM SOME WHERE TO RECOVER BEFORE WE WILL BE A LONG WAY FROM HERE
THE HEROES ARRIVE AT THE MURKY MOUNTAINS AND BARRIER OF THE CAVES
WE HAVEN'T HAD TIME TO WASTE CALLING THESE MONSTERS OF MIST TO SHOW US ARE THE SHORT CUT
AT LAST THE CHANCE FOR SOME ACTION
DECIDING TO TUNNEL THEIR WAY THROUGH THE MOUNTAINS THE MIGHTY MORTALS USE THEIR POWER TO
GUARD
REAL GATES A TRAP
GUANG
HA FOOLISH
TROLLS.

THEN PERHAPS I CAN STOP YOU, SKELETOR.
THIS VOICE HE IS NOT POSSIBLE
HORDAK AND HIS EVIL HORDE.

FOR A MOMENT THE THREE GROUPS OF FOES "EYE" EACH OTHER.
SKELETOR, YOU COMMAND MANY WARRIORS. I HAVE ONLY A FEW. I WILL GO ELSEWHERE ON THIS WORLD AND BIDE MY TIME. NOW THAT I HAVE FOUND YOU AGAIN YOU WILL NOT ESCAPE MY WRATH!
THIS HORDAK BELIEVES THAT WE ARE ALL EVIL WARRIORS, WAITING TO ATTACK HIM. HE IS JUST AS COWARDLY AS SKELETOR, AND OUR NUMBER SCARES HIM AWAY.

IN AN INSTANT HORDAK AND HIS HORDE DISAPPEAR, AND THE WARP CLOSES, PERHAPS FOREVER, LEAVING BEHIND A NEW AND UNKNOWN MENACE ON ETERNIA!
SHOWL! HORDAK USED THE LAST OF THE ENERGY FROM THE WARP TO TELEPORT HIMSELF ELSEWHERE ON ETERNIA.
I WON'T GAIN ANYTHING BY FIGHTING YOU NOW, HE-MAN. WE WILL LEAVE BUT ONE DAY... ONE DAY...
BAWHOOM

SKELETOR RUNS AWAY, LEAVING HE-MAN TO THINK ABOUT WHAT HAS HAPPENED.
THE WARP WAS CREATED BY HORDAK COMING TO ETERNIA. WE ALL HATE SKELETOR AS MUCH AS WE DO, BUT ONCE HIS ONSLAUGHT IS SETTLED I FEAR ETERNIA WILL BE WORSE OFF.

ELSEWHERE ON ETERNIA, HORDAK HAS SET HIS BASE IN THE TERRIBLE FRIGHT ZONE. ALREADY HE IS MAKING PLANS TO AVENGE HIMSELF ON SKELETOR AND THEN RULE ETERNIA!
SKELETOR WAS ONCE MY PUPIL, MY BEST. BUT I AM STILL HIS MASTER AND I SHALL PUNISH HIM FOR BETRAYING ME. AND THEN I SHALL RULE THIS PUNY WORLD! AND YOU, THE FIRST OF MY HORDE, SHALL RULE BESIDE ME! HA HA HA...!

NEXT ISSUE: HORDAK THE HORRIBLE STRIKES!

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OF THE UNIVERSE
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